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SWEET MAGIC

VOL. 9

OUR STAFF

MAROT SATIL – LAMIA
EDITOR, LEAD AUTHOR, PROOFREADER

KUPAII SATIL – LAMIA
EDITOR, LEAD GLAM ARTIST

SHENOVA SHADOWHEART – ODIN
EDITOR, LEAD PHOTOGRAPHER

ARTISTS

CHINU
ARTIST
EXODUS

AUTHORS

FULL-TIME SENPAI
AUTHOR
MATEUS

SERENAYA CARRIN
AUTHOR
ZODIARK

YUKIMARU TOSHO
AUTHOR, PROOFREADER
BALMUNG

OSHEA GOTOBED
AUTHOR, PROOFREADER
CERBERUS

DESIGNERS

HATASH HYRUNASHI
DESIGNER, QUALITY ASSURANCE
HYPERION

JAKE
DESIGNER
GOLD SAUCER

MEIA MOCHI
DESIGNER, PHOTOGRAPHER, QA
ULTROS

PINKIE
DESIGNER
CERBERUS

STRAWBERRY PRINCESS
DESIGNER
ZALERA

YOMIGAMI OKAMI
DESIGNER
HYPERION

YULIA ROSE
DESIGNER
OMEGA

GLAM ARTISTS

MOLLY
GLAM ARTIST
CERBERUS

MIMIKI MIKI
GLAM ARTIST
MATEUS

PHOTOGRAPHERS

CYANE
PHOTOGRAPHER
OMEGA

FREYA BLOODMOURNE
PHOTOGRAPHER, AUTHOR
LAMIA

IZAYOI ISHIKAWA
PHOTOGRAPHER
MATEUS

KIYOMI LAVELLAN
PHOTOGRAPHER
FAMFRIT

MOH NIFLHEIM
PHOTOGRAPHER
CERBERUS

TAYANG
PHOTOGRAPHER
MATEUS

PROOFREADERS

JOHNNI MAESTRO
PROOFREADER
LAMIA

LUFREINE
QUALITY ASSURANCE
MATEUS

KIYO MOLKOH
QUALITY ASSURANCE
JENOVA

TRANSLATOR

MINTY MATHIS
TRANSLATOR, PROOFREADER
MATEUS

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TABLE OF CONTENTS

001.
SOCIAL MEDIA PAGE
SNSページ
Join us on Discord and check out our social media.

003.
MEET UP PHOTOS/JOIN US!
ジーポーザーズ集いの写真・ジーポーザーズを参加すること
Photos from our recent community meet-up primal farm!

019.
FASHION FORWARD: À LA MODE
ア・ラ・モード
A delectable collection of mouth-watering glamours.

063.
FAN GLAM
ファンのコーディネート
This month's featured guest glamour by Espresso Lalafell!

067.
EORZEAN GOURMET
エオルゼアのグルメ
The latest recipe from Eorzea's finest culinarian.

085.
A TASTE OF MAGIC
魔法の味
An arcane tale with a sweet ending.

101.
UNDER YOUR SPELL WINNERS
「アンダー・ヨー・スペル」コンテストの勝者
The winners from our April monthly contest!

109.
BIRTHDAY MONTHLY
ジーメンバー達の誕生日
Community & staff birthdays from April 2019.

111.
ARTIST SHOWCASE
アーティスト・ショーケース
Featuring Hiragihoux!

121.
COMMUNITY INTERVIEWS
コミュニティ・インタビュー
Say hello to Kiruu Joniss and Karotte!

137.
HIDDEN GEMS OF HYDAELYN
ハイデリンの掘り出し物
Beautiful sights and curious lore.

145.
STAFF PROFILE
職員プロファイル
Meet the new face on our team.

149.
THE PHOTOSMITH
ザ・フォトスミス
Join Freya "The Photosmith" Bloodmourne once again for a new lesson titled "Eorzean Night Life".

169.
FULL-TIME PHOTOSHOP WITH SENPAI
Senpaiと「フルタイム・フォトショップ」
Another lesson from Full-time Senpai, this time covering Double Exposure!

New Guides!

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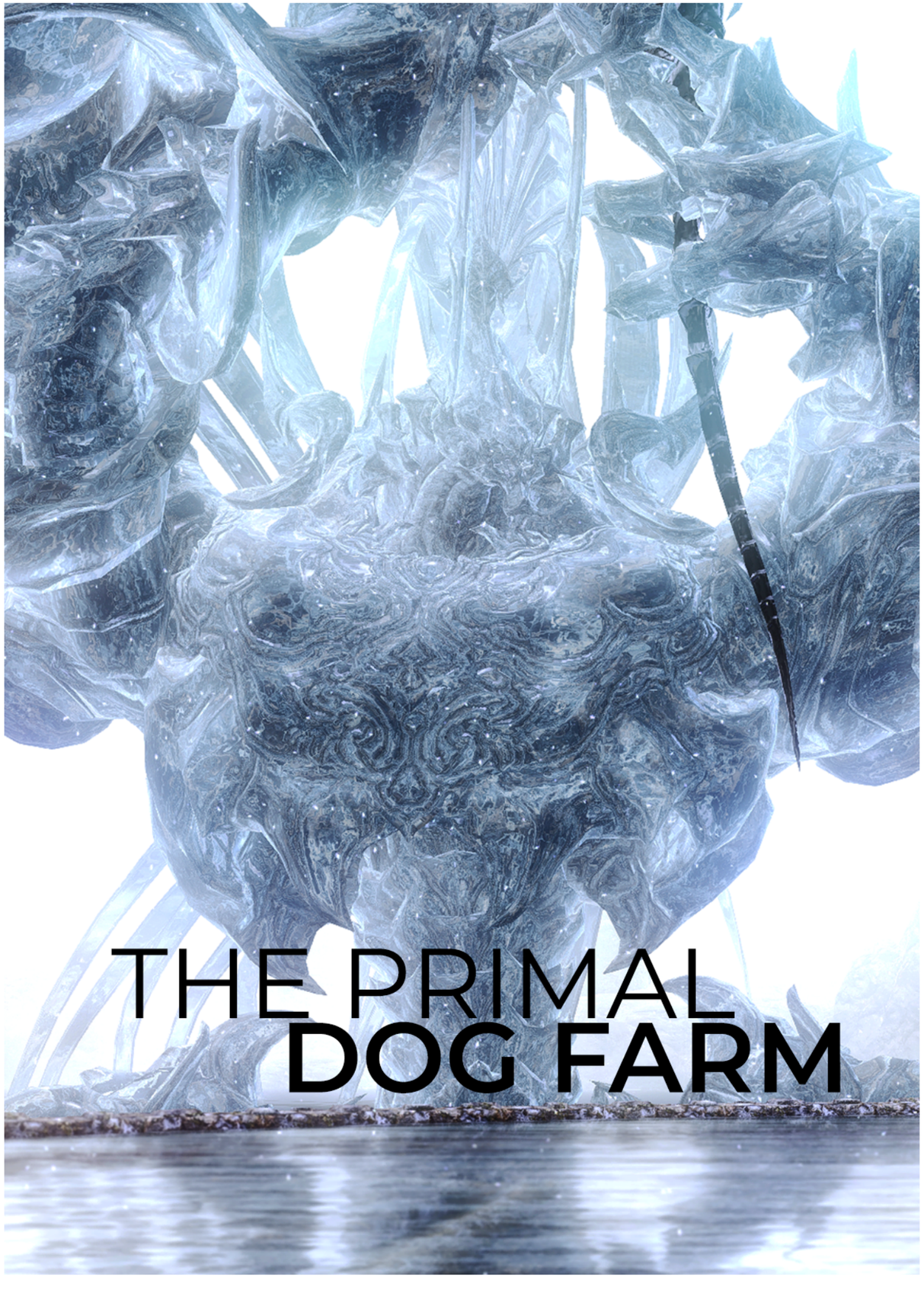
MEET UP

This month, we held an in-game meetup farming Stormblood's primals on Aether, Chaos, and Primal! Whether or not you got a dog yourself, we hope you had fun spending time with us! If you would like to attend any of our upcoming meetups, be sure to join our Discord so you can be the first to know!

JOIN OUR DISCORD

AETHER/CHAOS/PRIMAL


THE PRIMAL
DOG FARM

COME JOIN

GPOSERS

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fashion forward
à la mode

hot and fresh homemade styles!

BOWL OF ODEN

This glamour represents the warm delicacy that the Bowl of Oden has proven to be, from its satisfying juicy fish cakes to the delectable boiled eggs. Anyone who loves a good broth cannot miss out on this meal, which roars with flavour. The warm shades paired with the deep neutrals represent the heat and spice associated with this oriental dish.

GEAR LIST

FOR BOWL OF ODEN

WHITE DAISY CORSAGE
OBTAINED: CRAFTED (ALC LVL. 53) / MARKET BOARD

THAVNAIRIAN BOLERO
DYE: ACORN BROWN
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD

FALSE NAILS
DYE: OLIVE GREEN
OBTAINED: MADHURA - THE FRINGES - CASTELLUM VELODYNA (6 ANATA DREAMSTAFF)

NEZHA LADY'S SLOPS
DYE: ORCHARD BROWN
OBTAINED: MOG STATION

EASTERN LADY'S CRACKOWS
DYE: OLIVE GREEN
OBTAINED: MOG STATION

PLATINUM EARRINGS OF HEALING
OBTAINED: CRAFTED (GSM LVL. 50) / MARKET BOARD

FILIBUSTER'S BRACELET OF AIMING
OBTAINED: BAELSAR'S WALL / SOHM AL (HARD)

Cake Tray Party

You can never go wrong with a fully stocked cake tray! Embody this playful array of sweets with friends, including strawberry shortcake and chocolate swirl truffles for ladies, as well as chocolate cake bars and cherry tarts for the gentlemen. These glamours are made for the life of the party—just like their delicious counterparts.

GEAR LIST

FOR CHERRY TART

RED BERET
DYE: BLOOD RED
OBTAINED: CRAFTED (WVR LVL. 40) / MARKET BOARD

HOLY RAINBOW SHIRT OF HEALING
DYE: BLOOD RED
OBTAINED: CRAFTED (WVR LVL. 53) / NORLAISE - ISHGARD - THE PILLARS (15,444 GIL) / MARKET BOARD

DINOSAUR LEATHER GLOVES
DYE: BLOOD RED
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD

CASHMERE SLOPS
DYE: BARK BROWN
OBTAINED: CRAFTED (WVR LVL. 60) / MARKET BOARD

EXPEDITIONER'S MOCCASINS
DYE: BARK BROWN
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD

GEAR LIST

FOR CHOCOLATE CAKE BAR

FLANNEL KNIT CAP
DYE: CHESTNUT BROWN
OBTAINED: CRAFTED (WVR LVL. 50) / MARKET BOARD

RAINCOAT
DYE: ALDGOAT BROWN
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

HEMPEN HALFGLOVES
DYE: ALDGOAT BROWN
OBTAINED: CRAFTED (WVR LVL. 2) / MARKET BOARD

WHISPERFINE WOOLEN SHORTS
DYE: BARK BROWN
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

WHISPERFINE WOOLEN BOOTS
DYE: CHESTNUT BROWN
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

GEAR LIST

FOR CHOCOLATE SWIRL TRUFFLES

FLAT CAP
DYE: RUSSET BROWN
OBTAINED: CRAFTED (WVR LVL. 45) / MARKET BOARD

ALA MHIGAN GOWN
DYE: RUSSET BROWN
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

PAGOS FIELD DRESSING
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: EUREKA PAGOS LOCKBOXES / MARKET BOARD

VALENTIONE FIELD SKIRT
DYE: RUSSET BROWN
OBTAINED: MOG STATION

WHISPERFINE WOOLEN BOOTS
DYE: RUSSET BROWN
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

GEAR LIST

FOR STRAWBERRY SHORTCAKE

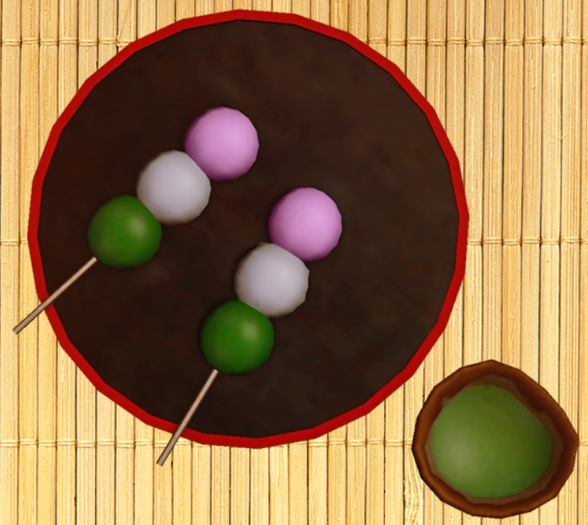
SONGBIRD HAT
OBTAINED: MOGSTATION

QUAINTRELLE'S RUFFLE DRESS
DYE: BONE WHITE
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

CORONAL WRISTBAND
OBTAINED: CRAFTED (WVR LVL. 50) / MARKET BOARD

QUAINTRELLE'S RUFFLE SKIRT
DYE: BONE WHITE
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

SPRING DRESS SHOES
DYE: BONE WHITE
OBTAINED: CRAFTED (WVR LVL. 50) / MARKET BOARD



GREEN TEA SET

While green tea itself may be bitter, it's often paired with sweets that are anything but. Utilizing a far eastern aesthetic, this look is sweet, simple, and visually reminiscent of the potent potable with accoutrements.

GEAR LIST

For Green Tea Set

IRON SPEAR
OBTAINED: CRAFTED (CRP LVL. 17) / GERAINT - OLD GRIDANIA (938 GIL) / MARKET BOARD

NON LA
DYE: GENERAL-PURPOSE PASTEL PINK
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

EASTERN JOURNEY JACKET
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: FUTURE MOG STATION ITEM

EASTERN JOURNEY ARMLETS
DYE: MARSH GREEN
OBTAINED: FUTURE MOG STATION ITEM

MUN'GAEK TROUSERS
DYE: MARSH GREEN
OBTAINED: MOG STATION

GUOC
DYE: ALDGOAT BROWN
OBTAINED: CRAFTED (LTW LVL. 70) / MARKET BOARD

EARRINGS: MOONLET
OBTAINED: MOG STATION

Oriental Tea Set

Formal, traditional, and rigid to represent the sturdy clay pots it's usually served in, this glamour is the perfect representation of a classic oriental tea set. Don it only when you wish to give off the aura of sophistication and staunchness possessed only by a true Far Eastern noble.

Gear List

FOR ORIENTAL TEA SET

HAKUKO MANGETSU
DYE: MEADOW GREEN
OBTAINED: STORM PRIVATE - WOLVES DEN
(4,000 WOLF MARKS)

IVALICIAN ASTROLOGER'S EYEGLASSES
OBTAINED: THE ROYAL CITY OF RABANASTRE

YANXIAN MERCHANT'S HAORI
DYE: BARK BROWN
OBTAINED: JUNKMONGER - DOMAN ENCLAVE
(5,000 GIL)

NEZHA LADY GLOVES
DYE: MEADOW GREEN
OBTAINED: MOG STATION

FAR EASTERN NOBLE PETTICOAT
DYE: CHARCOAL GREY
OBTAINED: MOG STATION

IMPERIAL JADE EARRINGS OF HEALING
OBTAINED: CRAFTED (GSM LVL. 70) / MARKET BOARD

IMPERIAL JADE NECKLACE OF HEALING
OBTAINED: CRAFTED (CRP LVL. 70) / MARKET BOARD

Pot of Cream Stew

Nothing is better on a cold day than a hearty bowl of cream stew. This glamour embraces the warmth of a fresh pot of the creamiest stews—leeks included! Bowl cut and all, impress your friends when you invite them over for a very particular dinner, and have them wondering why you are wearing a full set of armor to eat stew.

GEAR LIST

FOR CREAM STEW

PAGOS CIRCLET

DYE: CACTUAR GREEN
OBTAINED: EUREKA PAGOS LOCKBOXES / MARKET BOARD

HIGH STEEL MAIL OF FENDING

DYE: SLATE GREY
OBTAINED: CRAFTED (ARM LVL. 63) / BLUE MERCHANT - THE RUBY SEA - TAMAMIZU (34,630 GIL) / MARKET BOARD

MYTHRIL GAUNTLETS

DYE: ALDGOAT BROWN
OBTAINED: CRAFTED (ARM LVL. 39) / DOMITIEN - NEW GRIDANIA (5,292 GIL) / MARKET BOARD

TRUE LINEN SKIRT OF FENDING

DYE: SLATE GREY
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

TITANIUM SABATONS OF FENDING

DYE: SLATE GREY
OBTAINED: CRAFTED (ARM LVL. 57) / NORLAISE - ISHGARD - THE PILLARS (24,657 GIL) / MARKET BOARD

redoubtable Rolanberry tart

Within the flaky ridges of this dessert lies a crimson-sweet-yet-tart bed of berries. Like the dessert, this outfit is dressy enough for parties, or just for you. The warm and bright reds match the berries, and the skirt folds much like the crust. It's not doubtable that you will love this wardrobe as much as you love this pastry.

Gear List

FOR REDOUBTABLE ROLANBERRY TART

QUAINTRELLE'S HAT
DYE: DALAMUD RED
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

SPRING SHIRT
DYE: DALAMUD RED
OBTAINED: KASUMI - GOLD SAUCER (8,910 GIL)

FALSE NAILS
DYE: DALAMUD RED
OBTAINED: MADHURA - THE FRINGES - CASTELLUM VELODYNA (6 ANATA DREAMSTAFF)

FAR EASTERN BEAUTY'S KOSHITA
DYE: ORCHARD BROWN
OBTAINED: MOG STATION

EASTERN SOCIALITE'S BOOTS
DYE: DALAMUD RED
OBTAINED: MOG STATION

BRILLIANT EGG EARRINGS
OBTAINED: MOG STATION

Royal Dowager Tea Set

Simple, sweet, bitter? No matter how you like your tea, this ensemble can match. The simplicity of this tea set allows for a comfy-yet-put-together look. You don't need to be royalty to drink like you are. Treat yourself with this "teariffic" look.

Gear List

ROYAL DOWAGER TEA SET

HEAD: WHITE BERET
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: CRAFTED (WVR LVL. 42) / MARKET BOARD

CHEST: HEMPEN CAMISE
DYE: CHOCOLATE BROWN
OBTAINED: CRAFTED (WVR LVL. 3) / MAISENTA - NEW GRIDANIA (56 GIL) / MARKET BOARD

GLOVES: LOYAL HOUSEMAID'S WRISTDRESSES
DYE: SKY BLUE
OBTAINED: MOG STATION

PANTS: QUAN
DYE: SKY BLUE
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

SHOES: THAVNAIRIAN SANDALS
OBTAINED: CRAFTED (LTW LVL. 60) / MARKET BOARD

Starlight Cake

When winter rolls around and you're wanting to really bring out the holiday spirit, there is no better way than cake! Be both seasonal and adorable when you mimic this delightful Starlight Cake with winter whites and bright reds. Though warm and cuddly, this outfit is as crisp as the morning of the Starlight celebration.

Gear List

FOR STARLIGHT CAKE

WHITE BERET
DYE: BLOOD RED
OBTAINED: CRAFTED (WVR LVL. 42) / MARKET BOARD

ADVENTURING SWEATER
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: CRAFTED (WVR LVL. 70) / MARKET BOARD

PATRICIAN'S GLOVES
DYE: BLOOD RED
OBTAINED: CRAFTED (WVR LVL. 50) / NORLAISE - ISHGARD - THE PILLARS (4,435 GIL) / MARKET BOARD

LOYAL HOUSEMAID'S BLOOMERS
DYE: BLOOD RED
OBTAINED: MOG STATION

HIGHLAND BOOTS
DYE: GENERAL-PURPOSE PURE WHITE
OBTAINED: CRAFTED (LTW LVL. 40) / MARKET BOARD

Valentione's CAKE

Have you ever wished to look like you were taken straight from the kitchens of House Valentione? This glamour will give you that exact opportunity by sporting the usual excessive accruements one might see on any traditional Valentione's Day Cake—chocobo included.

GEAR LIST

FOR VALENTIONE'S CAKE

CHICKEN KNIFE
OBTAINED: FINAL FANTASY XIV: STORMBLOOD COLLECTOR'S EDITION

CHOCOBO MASK
OBTAINED: PEDIGREE CHAMP (ACHIEVEMENT)

VALENTIONE APRON DRESS
DYE: CHESTNUT BROWN
OBTAINED: MOG STATION

BOARSKIN RINGBANDS OF FLAMES
DYE: CHESTNUT BROWN
OBTAINED: CRAFTED (LTW LVL. 43) / DOMI-TIEN - OLD GRIDANIA (5,334 GIL) / MARKET BOARD

LOYAL HOUSEMAID'S BLOOMERS
DYE: DALAMUD RED
OBTAINED: MOG STATION

LOYAL HOUSEMAID'S PUMPS
DYE: DALAMUD RED
OBTAINED: MOG STATION

PARAMOUR'S EARRINGS
OBTAINED: MOG STATION

PARAMOUR'S PENDANT
OBTAINED: MOG STATION

PLATINUM RING OF SLAYING
OBTAINED: CRAFTED (GSM LVL. 50) / MARKET BOARD

fan glam

featuring Espresso Lalafell of Cactuar

"I started playing FFXIV with the dragoon class. The Melancholy Mogfork is one of my favorite weapons and I discovered it around the same time I was leveling up my crafters! Needless to say, when I wasn't falling from the skies on my enemies, I was jumping into the kitchen to make more raid food, and thus this glamour was born to mix the two!"

EORZEAN Gourmet

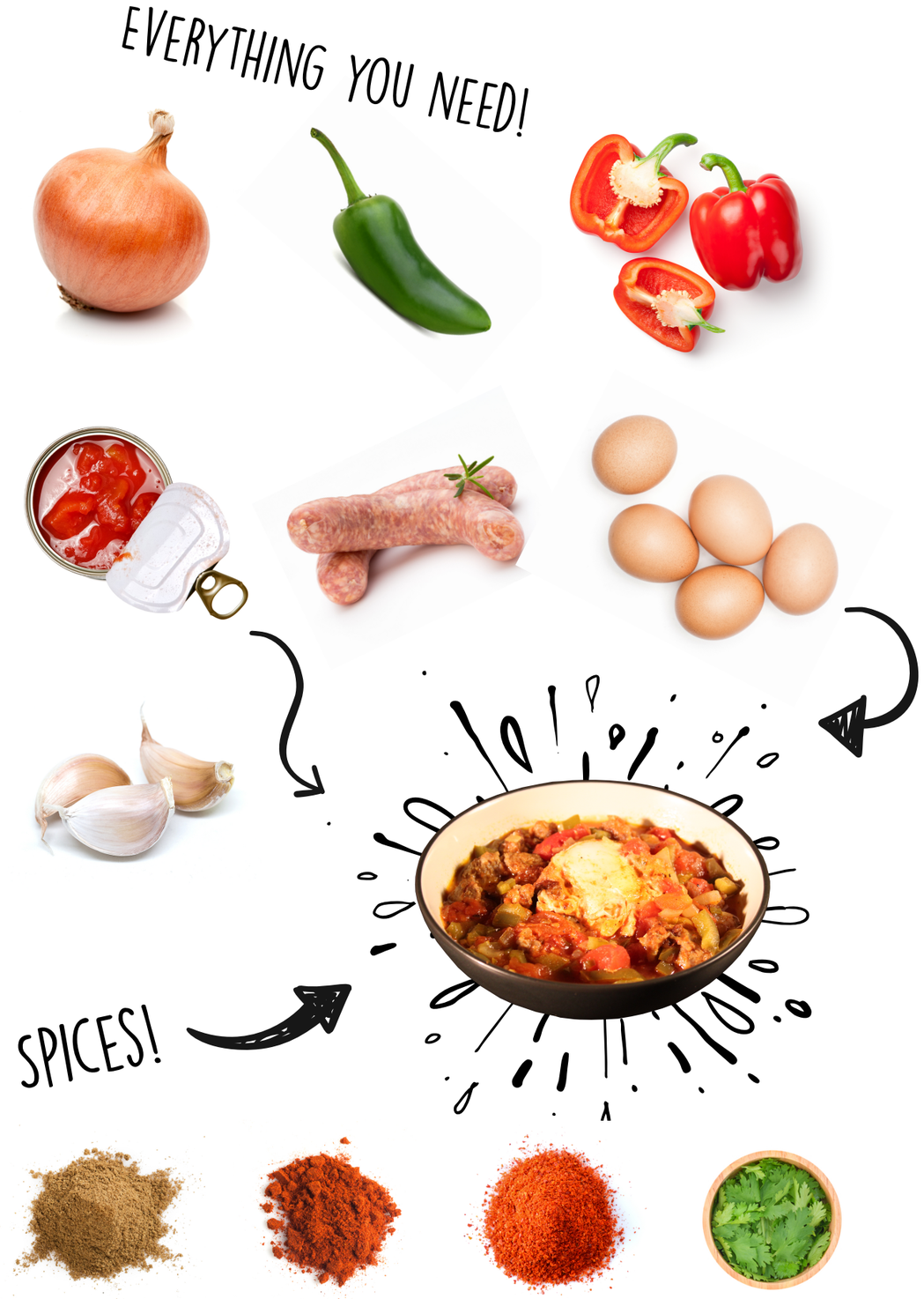
By Oshea Gotobed

Welcome, everyone, to the first installment of Eorzean Gourmet!

My name is **Oshea**, and I'll be your cooking guide. In this series, I want to teach you how to bring food from Final Fantasy XIV into your kitchen. A lot of the food we use (and don't use) in-game is actually based on real dishes from cuisines from all over the world, widely varying in taste and difficulty. To be as accurate as possible, the ingredients will closely reflect the crafting materials needed in-game—provided they are (legally) obtainable.

For the first recipe, I have chosen the currently highly popular raid food: Shakshouka. Shakshouka is a popular dish in North Africa and the Middle East, though its origin is highly debated and fought over. It is commonly eaten for breakfast, and as such is an easy dish to make and perfect for beginners.

Now, without further ado, here is what you will need to make your very own Shakshouka:



INGREDIENTS

Ingredients for ca. 4-5 portions
(brackets show in-game items):

- 1 large onion
- 3 medium bell peppers (Dravanian Paprika)
- 1 jalapeño (Dragon Pepper)
- 27oz (800ml) can of whole, peeled tomatoes (Dzemael Tomato)
- 2 pork sausages (Koshu Pork)
- 5-6 eggs (Gagana Egg)
- 3 cloves garlic
- ½ tsp cumin
- ½ tsp sweet paprika
- ¼ tsp cayenne pepper
- Fresh coriander
- Bread for serving

We will be using all of the in-game ingredients other than thyme, as coriander will fit a lot better with the dish. I also added an onion to the ingredient list as it is an important part of any Shakshouka.

This whole dish will end up in one pan, so make sure you use one big enough to hold everything. Additionally, you will need an extra pan for the sausage meat. Don't be afraid if your pan initially seems very full; the peppers and onions will shrink while being cooked

PREPARATION

STEP 1: SLICE EM UP!

Peel and dice the onion into small cubes. Peel garlic and finely mince (alternatively, crush the garlic with a garlic press). Wash and deseed the peppers and jalapeño, then cut into small pieces.

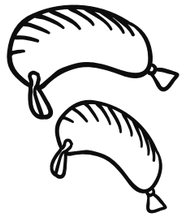
STEP 2: STIR FRY THE DICE

Heat olive oil up in a small pan and sweat onions, jalapeño, and other peppers on low heat for 20 minutes, or until soft. Occasionally stir the veggies to ensure even cooking. Add the garlic in the last 2-3 minutes.

STIR FRYING

STEP 3: CUT THE SAUSAGE

While the veggies are cooking, remove the sausage meat from the casings, and either slice or tear it into small pieces. The smaller pieces will cook faster and fit a lot better in the finished dish than full



STEP 4: HEAT UP THE PAN!

Heat up a second pan with some oil on medium-high heat, then brown the sausage meat pieces on both sides.

LET THEM SIT!

STEP 5: FINISH SAUSAGES

Once the sausage meat is finished, take it off the heat and set aside.

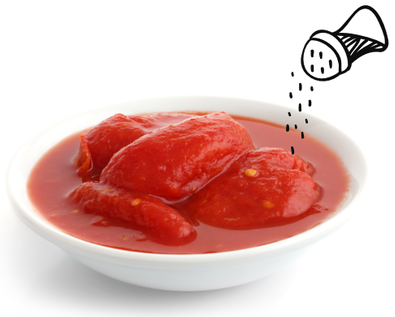
STEP 6: ADD SEASONING!

After the veggies have been sweating for the full 20 minutes, add cumin, sweet paprika, and cayenne pepper, then toast for 1 minute.

HEAT IT ALL UP

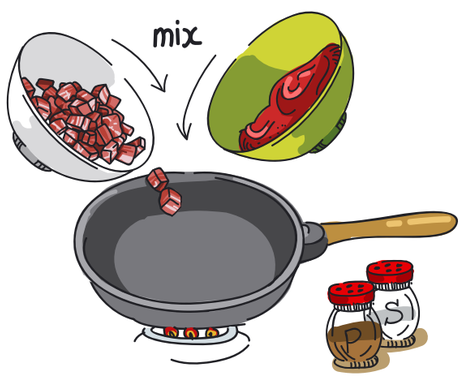
STEP 7: CANNED TOMATOES

Add the tomatoes and crush/tear them with a spatula or wooden spoon to cut up into smaller pieces. Add salt and pepper to taste.



STEP 8: MIX AND COOK SAUSAGE AND TOMATOES

Add sausage meat, heat pan up to medium heat, and let the mixture reduce for 10-15 minutes (or until desired consistency is reached).



HEAT: MEDIUM
TIME: 10–15 MINUTES

COOK AND SERVE

STEP 9: COOK EVERYTHING

Lower heat and make small indents in the mixture with a spoon. Crack eggs in the indents, add salt and pepper on eggs, and put lid on pan. The dish is done once the whites have set (which should take roughly 8-10 minutes). Ideally, the whites are barely set, and the yolk is still slightly runny.

Sprinkle some fresh coriander over the finished dish, and serve with bread.

HEAT: LOW
TIME: 8–10 MINUTES

STEP 10: BON APPETIT!!!

One thing to note with this recipe and any recipes to come: always season to taste. The amount of seasoning in the ingredients list is a reference point and not fixed at all. Especially when it comes to salt and pepper—add however much you think is needed—and always taste, taste, taste until you're happy with it.

And there you have it: an easy to make rendition of the popular in-game food, Shakshouka! If you end up making this tasty dish yourself, make sure to share some pictures by joining our Discord community!

See you at Gposers

A Taste of Magic

A story by Serenaya Carrin and Yukimaru Tosho

Out on the frontier of La Noscea lived a young Elezen. His name is Alphonse, a humble teen with a droll personality and ordinary life, with little to no confidence to speak of. However, there was one curiosity about him that had his family and friends raising eyebrows.

Since he was a toddler, it was found that he'd been especially receptive to one thing: aether. He didn't quite understand how to harness it—his family being of little guidance despite sharing this uncommon trait. They were always rather protective of his seemingly unique gift, however, and so his life was incredibly sheltered. This played on his confidence as he matured, molding him into a recluse who shunned the company of others. His few friends mocked him for being odd, which never helped, but he knew no better and as such accepted things as they were.

One fateful day, his father and siblings came to him in unison and broke the news to him that, for education, he would be attending the Arcanist's Guild at the closest thing to civilization on Vylbrand: Limsa Lominsa. Needless to say he was scared, confused even. This wasn't common at all, for a simple farmer to just suddenly be trained in spellcraft. His family had never really spoken much at all about the Guild, tending to avoid the city in general, and so he felt the nudge of a secret that he was only now being exposed to.

Ultimately, things did not work out as he planned.

Despite his squirming and meager retorts, he was sent away just days after and left to fend for himself with little more than his childhood friend for encouragement.

Sarah, a fellow Elezen and an aspiring culinarian, had always encouraged him, reminding him constantly that he had a gift he should be proud of. She always believed in him, and this arguably kept him going through the most turbulent of times. Her kind words were the only reason he could even step foot in the city, and she accompanied him for his first visit to the Arcanist's Guild. Perhaps this is where a new future was to lie.

He had always been fascinated by cooking and the art that seemed locked away behind it. With Alphonse being who he was, he felt that he would never amount to having anywhere near the skill required to become a successful arcanist, let alone a culinarian. He always met any of Sarah's suggestions with the same meek responses. She never gave up, but Alphonse was always self-assured that he could not understand his talents, or how they were of any use to the world. Nevertheless, the first day had arrived and the demotivated young Elezen opened the grand doors to his new school.

It took Alphonse surprisingly little time to settle in. He spent most of his days on the piles of books he'd received, finding his commitment somewhat growing toward the subject. Yet he could not shake an uneasy feeling. There was no questioning that he had an affinity for bending aether to his will, even if the dream of being an arcanist was not his own. He longed for something more.

One day, whilst he was free from his studies for a brief moment, Sarah invited him to accompany her to the Culinarian's Guild. Seeing that it was a short walk away, he agreed.

Upon entering the guild, young Alphonse's face lit up. The sights, smells, and sounds were overwhelming. He watched as the skilled culinarians practiced their craft, masterfully seasoning their steaks and frosting their cakes with skilled precision. Mesmerized, it took Sarah's teasing gaze and playful words to bring him back to reality. She always did think he was a rather funny one, but she held him close to her heart and considered him a lifelong friend.

After continuous visits to the Culinarian's Guild with his friend–all the while neglecting his arcanist studies to the dismay of his masters–young Alphonse wished to finally try his hand at cooking, only to miserably fall flat on all of his attempts. He over-whisked his eggs, burned his meats, and undercooked his pastas; it was an absolute disaster!

Being the increasingly hard-headed lad that he was, he had no intention of giving up easily. This was a new lease on life after all, and he wanted to at least try to make the most of it. After his classes, he would go back home with Sarah and practice the art of Eorzean cuisine day after day, determined to make dishes that would be sure to leave an impression on his childhood friend.

Unfortunately this would not be the case, with smaller yet just as noticeable flaws showing in his efforts. The disheartened lad would fail time and time again, only to be picked back up by his closest friend. His cooking had improved–as had his time management and finesse–but his food tasted bland, samey, and certainly didn't look like that of Sarah or his peers.

It always lacked the special spark which made a good dish great.

Over time, the thought of being a professional culinarian began to eat away at him every night. He'd dream of opening his own establishment and being at the helm of a business that satiated his new-found glory day after day. He'd wake up hungry and with a head full of food every morning, yet somehow his motivation had not completely wavered. He went from reluctantly getting up and leaving every day, to hopping and skipping out of bed without a word, back to the Arcanist's Guild, followed by the Culinarian's Guild in his free time. The boy wished to make both Sarah and his family proud–and through doing so–find happiness in his life for the first time in what seemed like forever. His struggles continued until one fateful day...

It was a seemingly bright, sunny start to the day at the turn of the sixth umbral moon. The temperature was dipping as he wrapped up and headed out in his culinarian robes, feeling a little more sad than recent weeks. His time at the Arcanist's Guild had taught him that giving up was never the right choice, and that practice made perfect. It seemed, however, that no matter how much the boy would practice, perhaps he had hit the limit of his talents. It was just that morning during his free periods where he'd tried again, even seeking advice from the master culinarians.

To Alphonse's dismay, they'd more or less lost hope in trying to teach him anything more than he knew already. "You just don't have what it takes." They repeated as he left the guild almost in tears from the ridiculing of those that were little more than novice chefs. He met Sarah later that day, who had just finished an exam around her cooking. She had aced it, of course, but knew that she couldn't rub it in to Alphonse's face. She had a plan, one that showed that Alphonse was not the only one that had been doing some thinking.

"Alphonse! Wait!" She shouted, chasing after the boy who aimed for the docks to mull over his thoughts. She could see sadness written all over his face as she eventually caught up, out of breath as she sat down next to him once he'd stopped by the harborside.

"What!? Are you wanting to have a go too?" he retorted sarcastically.

"N-no! I'm here to knock some sense into your head. Have you forgotten about your talents! That aether stuff! Surely…that could be of use? The missing ingredient as it were!" she inquired with a fire in her eyes. Her belief in her closest friend was undying.

"My sensitivity to aether? Well…I don't know. Wouldn't that be cheating or just unfair…? You could be right, but I don't think it'd be of any use at all." he replied again, disheartened from the days of failure. Sarah thought for a moment and suddenly a wide grin was plastered across her face.

"If you combine the two, a name for food and the blunt form of your art… I think, my friend, you could conjure up some sweet magic." She giggled, impressed by her own wit.

“Sweet... magic? Sweet magic!

Alphonse erupted, jumping up and raising his arms. With excitement, he left his friend in the dust as he beelined for the Culinarian’s Guild. He was a bit behind on his arcanist studies, but he had a more important mission! His mind remained focused on the grand idea to combine the one talent he had with the hobby he was so desperately interested in.
Minutes later, the boy bounded through the doors and confronted the masters of the guild. They’d told him that he’d never amount to being a culinarian of any description, having witnessed his past failures, but Alphonse had an ace up his sleeve.

Ignoring their instructions to cease his pointless attempts, he flitted through the cupboards and shelves, grabbing all that he needed to create what he had in mind. It’d be similar to the meat dishes that he had tried to prepare time and time again. Except this time, he would map out his use of aether in his grimoire, and with a touch of mathematical magic, would cause the flavours to burst into life.

Moments later, the food was cooking and Alphonse, with a grin on his face, moved rapidly to the surprise of his peers and lecturers who stood in awe, stunned as the reborn Elezen cast his culinary spells. Several flashes and loud bangs later, he had somehow changed everything in the blink of an eye.

From that day on, Alphonse's life finally took a turn for the better. It had seemed so simple, as if he'd just missed a touch of something all that time. He'd gone from a school boy to a genius arcanist pushing the boundaries of cooking in a matter of days. It took some practice still of course, but with a newfound love for studying and a purpose, he prevailed in his studies. The young Elezen never bullied again, never looked down upon. His personality was reshaped. Finally, he had ambitions and a plan for his life for the first time since birth.

Over the following few years, he gained recognition for his unique gift of blending culinary tradition and arcanomancy. It reached the point where a mere, leisurely stroll through Limsa would have people's heads turning with–more often than not–samples of his food in their mouths. He unofficially dubbed himself an "arculinist" which at the very least, being far from accurate to traditions, rolled off of the tongue well.

His accomplice Sarah worked with him, serving as his loyal and inseparable co-chef and friend. He owed her his life in some respects, but she would never take the compliment. In time, they had opened a restaurant and bakery together, and there they would live out their lives, food beloved by all.

What was the name of this establishment, you ask?

GPOSERS MONTHLY CONTEST

Under your Spell

We wanted you to put us Under Your Spell by creating a composition involving your favorite in-game magic ability (Limit Breaks included). Everyone drew their cards and laid down their Ley Lines, and we're pleased to present the most enchanting magi that put us into a real Dreadwyrm Trance.

Astral Stasis

No. 1: Schan Starfall of Moogle

Thunder IV

No. 2: Nalukai Swarfjaryn of Balmung

Divine Benison

No. 3: Sayori Akiyama of Faerie

NAME: Zeff Strydoz
WORLD: Hyperion
BIRTHDAY: April 2nd
DEITY: Azeyma the Warden

NAME: Nyan Chaan
WORLD: Ragnarok
BIRTHDAY: April 3rd
DEITY: Menphina the Lover

NAME: Zen Bean
WORLD: Diabolos
BIRTHDAY: April 3rd
DEITY: Oschon the Wanderer

NAME: Halyen Shaefox
WORLD: Jenova
BIRTHDAY: April 4th
DEITY: Halone the Fury

NAME: Qaralun Kha
WORLD: Coeurl
BIRTHDAY: April 4th
DEITY: Thaliak the Scholar

NAME: Kathryn Lynn
WORLD: Behemoth
BIRTHDAY: April 6th
DEITY: Nymeia the Spinner

NAME: Darius Bloodborne
WORLD: Famfrit
BIRTHDAY: April 7th
DEITY: Halone the Fury

NAME: I'm Tired
WORLD: Faerie
BIRTHDAY: April 9th
DEITY: Althyk the Keeper

NAME: Leigh Mastema
WORLD: Leviathan
BIRTHDAY: April 9th
DEITY: Azeyma the Warden

NAME: Roxas Tia
WORLD: Phoenix
BIRTHDAY: April 9th
DEITY: Menphina the Lover

NAME: Shaw Crywolf
WORLD: Ragnarok
BIRTHDAY: April 9th
DEITY: Halone the Fury

NAME: Nabari Toramino
WORLD: Mateus
BIRTHDAY: April 12th
DEITY: Menphina the Lover

NAME: Nuala White
WORLD: Odin
BIRTHDAY: April 13th
DEITY: Nymeia the Spinner

NAME: Ravus Fleuret'
WORLD: Louisoix
BIRTHDAY: April 14th
DEITY: Llymlaen the Navigator

NAME: Yumi Skade
WORLD: Ragnarok
BIRTHDAY: April 14th
DEITY: Azeyma the Warden

NAME: Zukira Phaera
WORLD: Odin
BIRTHDAY: April 15th
DEITY: Azeyma the Warden

NAME: Kenji Nasagi
WORLD: Mateus
BIRTHDAY: April 16th
DEITY: Azeyma the Warden

NAME: Ashaya Lyrandar
WORLD: Brynhildr
BIRTHDAY: April 17th
DEITY: Althyk the Keeper

NAME: Cranck Aoi
WORLD: Moogle
BIRTHDAY: April 19th
DEITY: Menphina the Lover

NAME: Erika Thorne
WORLD: Famfrit
BIRTHDAY: April 20th
DEITY: Halone the Fury

NAME: Boss Bunny
WORLD: Goblin
BIRTHDAY: April 21st
DEITY: Menphina the Lover

NAME: Eliza Blackheart
WORLD: Jenova
BIRTHDAY: April 24th
DEITY: Rhalgr the Destroyer

NAME: Freya Bloodmourne
WORLD: Lamia
BIRTHDAY: April 24th
DEITY: Byregot the Builder

NAME: Misia Kitami
WORLD: Mateus
BIRTHDAY: April 24th
DEITY: Menphina the Lover

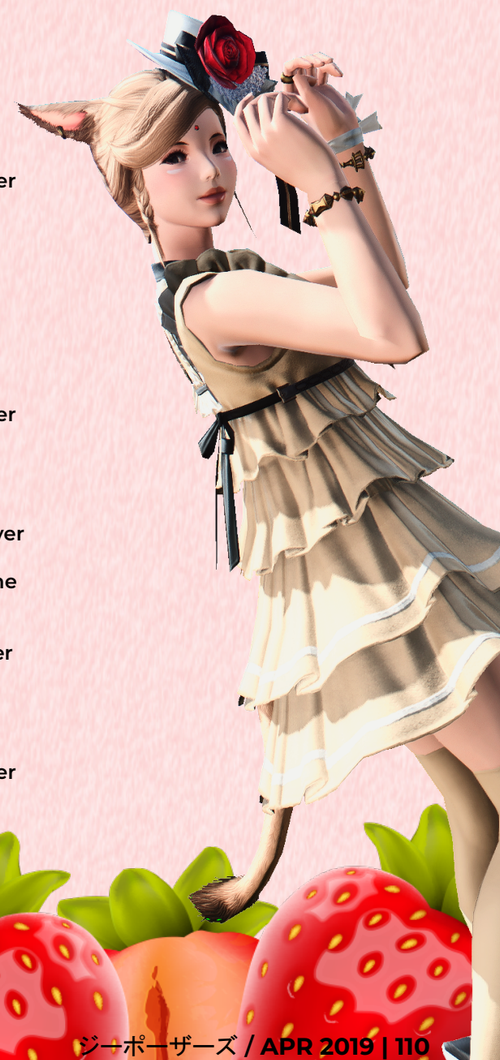
NAME: Evie Sky
WORLD: Goblin
BIRTHDAY: April 26th
DEITY: Menphina the Lover

NAME: Yulia Rose
WORLD: Omega
BIRTHDAY: April 28th
DEITY: Byregot the Builder

NAME: Arctic Sapphire
WORLD: Gilgamesh
BIRTHDAY: April 29th
DEITY: Menphina the Lover

NAME: Choco Feru
WORLD: Ragnarok
BIRTHDAY: April 29th
DEITY: Nymeia the Spinner

NAME: Novavo Zovavo
WORLD: Coeurl
BIRTHDAY: April 29th
DEITY: Oschon the Wanderer



artist SHOWCASE

FT. HIRAGIHOUX

FROM THE SERVER: OMEGA

FOLLOW ME!

ON SOCIAL MEDIA!

https://twitter.com/hiragihoux

Interview

Q: How long have you been creating art?

H: Hmm, since I was around seven years old, so about sixteen years now!

Q: Oh wow, that's a really long time! What motivates you to draw?

Well, when I was younger, other people's art was the thing that made me feel happiest, so I like to draw a lot for other people because it's really wonderful to see when someone else can enjoy something I've made for them.

Q: What do you love to draw the most?

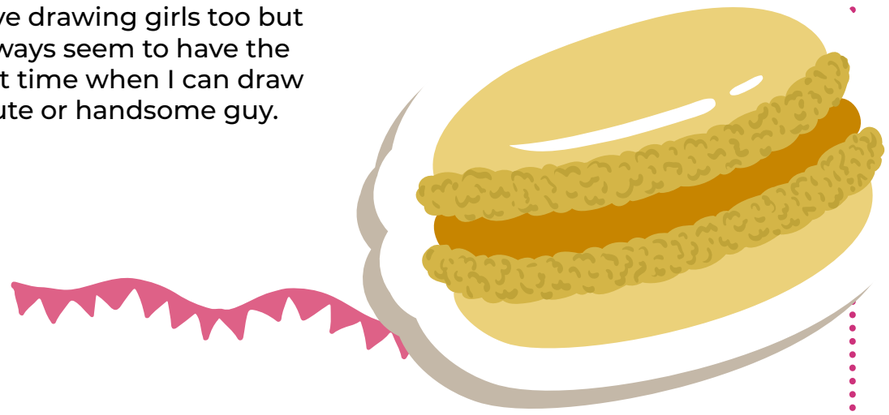
Haha, well... To be honest I think I love drawing pretty male characters the most. I love drawing girls too but I always seem to have the best time when I can draw a cute or handsome guy.

Q: What is the inspiration behind your art?

My inspirations have been quite all over the place and while it isn't as noticeable now as it used to be, I very much look up to Suzuhito Yasuda's style for inspiration. Ninomotonino/Nino/2no was a long-lasting inspiration when it came to coloring for me too.

Q: Do you accept commissions?

I do, but I'm still starting out with the whole process since it's been a while since I've last opened myself for them and I'm a bit rusty.



WANT TO SEE MORE?

JOIN OUR DISCORD!

COMMUNITY INTERVIEWS

WITH KIRUU JONISS
AND KAROTTE

Marot Satil: 8.5 issues down and I'm still doing interviews, you'd swear I'd have made someone else do it by now—perhaps Yomi? That aside, thank you for sitting down with us for this little interview.

Kiruu Joniss: No problem, just surprised that I was picked.

Marot: No need to be surprised: you're an active and positive member of the community, and you've earned yourself the spotlight. Getting started for real though, why don't you introduce yourself?

Kiruu: I go by Kiruu Joniss on Malboro. My friends call me Kiruu (or Kir, even) on Discord. I started playing Final Fantasy XIV just months before the release of Heavensward. It was a birthday present from a friend. I'm very grateful to him for getting me into XIV, as I've been having a lot of fun playing and taking screenshots. I focus primarily on tanking, playing paladin. I still haven't gotten the other two tanks up to level 70; they are still sitting at the fifties.
friends.

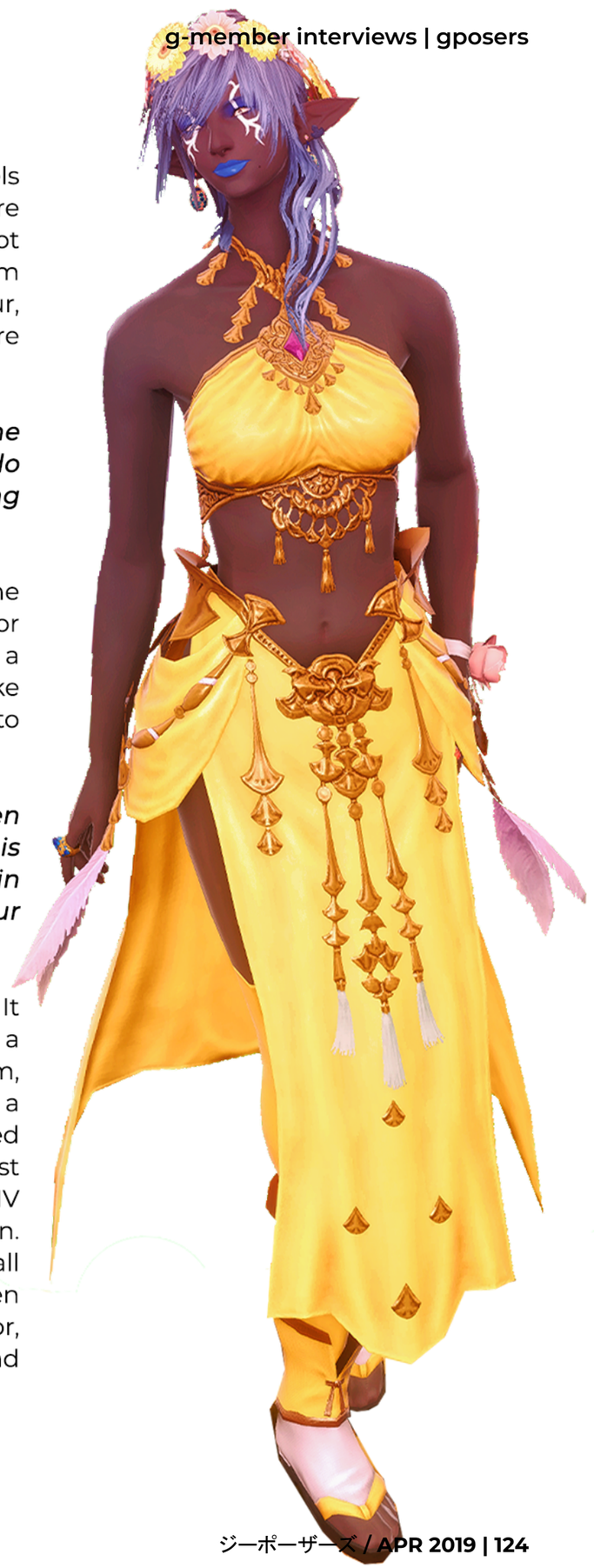
Also, I did get red mage and monk to 70. I rotate between them a lot. I am an easy going kind of person—friendly and outgoing. I amaze my sister whenever we play because we always seem to run into a person I know. My inventory is a mess of pieces from all levels because of how all my classes are different levels. Thankfully, I got everything to 50 or higher. I am very much obsessed with glamour, and my poor retainers and bags are bursting with various pieces.

Marot: Sounds like an everyone problem, that last bit. What do you usually find yourself doing in-game?

Kiruu: Either I am running some roulettes, helping out friends, or taking screenshots. To be honest, a lot of times I sign on just to take new screenshots and talk to friends.

Marot: I'd almost forgotten roulettes existed myself, at this point. You mentioned paladin earlier, but would you say it's your favorite job or class?

Kiruu: Paladin is my favorite class. It has to do with how much of a Dungeons and Dragons fan I am, and my very first character was a paladin. Way back when I played World of Warcraft, my first character was a paladin—so, for XIV my first character was a paladin. Though the difference between all of them is that Kiruu is an Elezen and not a Dwarf like the others—or, in the case of XIV a Lalafell instead of a Dwarf.



Marot: When on The First, Lalafells really can be Dwarves (or, I suppose that's how it works). In any case: do you have any particular zone or area in-game that really calls out to you?

Kiruu: Oftentimes, I hang out in Ul'dah and The Goblet. It is where my adventure in XIV started and I just love The Goblet. Though when it comes to screenshots, I have nowhere in particular that sings to me—since I will seek out locations for different types of shots. Other times, I will just start taking screenshots because the mood strikes me.

To swing back to earlier: originally, I wasn't going to stay Elezen for long—once Heavensward came out, I was going to switch to Au ra, but I found myself unable to stop being Duskwight Elezen. I just wouldn't be Kiruu if I fantasia.

Marot: That's XIV for you; no matter what, I can't seem to escape my Miqo'te, myself. On topic with screenshots, what are your thoughts on Gpose itself?

Kiruu: If I remember correctly, it was from some of my friends I follow on Twitter. I noticed the tag and I was curious about it. By that point, I was involved in a couple other screenshot communities, so I was curious about GPOSERS. I looked up the tag, and joined GPOSERS from there.

Marot: Twitter seems to be one of the more common places people have been flowing in from, so I'm not too surprised. About how long has it been since you joined?

Kiruu: I think not too long? I think I joined in the fall. Yep, September of 2018 is when I joined.

Marot: So you've been around for a good, little while. I believe we started the community in late July or early August, so nearly from the start, even. Do you have any thoughts on the selfsame magazine you're being interviewed for?

Kiruu: I think it is amazing. You and the others have done a fantastic job putting it all together. I was super excited to see my friend Lilith be featured in last month's issue.

Marot: Thank you, I'm sure the others will be happy to hear the praise as well. From the magazine to GShade with its plethora of presets, we do put in quite a lot of time. Speaking of the latter, how do you feel about GShade?

Kiruu: I love using GShade. Beforehand, I just used default Gpose. I have been able to put together some really wild and imaginative screenshots that I couldn't do with default Gpose without using editing software (which I am not very good with, myself). I love experimenting with color and light, and using GShade has allowed me to go further in my experiments to further develop my style.

Marot: It's splendid to hear that you enjoy pushing the boundaries, that's exactly how many of GShade's presets came to exist in the first place, and the results speak for themselves. Second to last one now: how have your experiences been with the staff in our community?

Kiruu: I think all of you are really great people. I appreciate what you do for us (the community), and the hard work you put in.

Marot: It's what we do, undoubtedly. Last one for real then: is there anything you'd like to say to everyone reading the magazine?

Kiruu: Have an amazing day, and I can't wait to see all of the screenshots you will take!

Marot Satil: Starting off, thank you for setting aside some time for this little chat. You do strike me as the busy sort.

Karotte: You're welcome!

Marot: So I think the question everyone is asking at the start of these interviews is always the same: Who are you?

Karotte: Well, that's kind of a difficult question for me since I love to use fantasias from time to time—and with every fantasia, I change my name so it fits the lore of my current race. At the moment I can be found as Jiguur Haragin, but I'm also pleased to be called Karotte (the German word for carrot)—my nickname through many games and social media. At any rate, I'm a long-time player.

I started with A Realm Reborn and only took one longer break at the beginning. Ever since then I loved to play different jobs and enjoy the scenery Final Fantasy XIV has to offer. I try out every single aspect of the game just to know if I like it or not; be it crafting, deep dungeon or raids. Of course, I also love to take screenshots, especially of the glams I create!

Marot: I'm not sure how to feel about the fact that I'm interviewing a shapeshifting name-changing Karotte. Out of curiosity, how many times have you done the fantasia and rename routine?

Karotte: Let me count... it's my sixth incarnation right now, second time I've seen the world as an Au Ra. Or how the world has seen me.

Marot: I don't doubt that there will be a seventh, from the sound. What world(s) do you currently find yourself playing on?

Karotte: I used the free transfer last week to build myself a new guild and home on Phoenix, since I know some people that play on Light and wanted to stay in touch. And that's all, I don't know when to play any alts. There's so much to do with only one character!

Marot: I feel you completely on the one character thing; I tried making an alt on Mateus and the poor thing has been stuck around level 60 for months. Now, you mentioned you have a general interest in XIV's features, but is there any part of the game that you particularly enjoy?

Karotte: I love the crafting system! You really have to work to get HQ endgame crafts and they are useful! I've only got three crafters at max level right now, but I love to craft stuff with them for my friends or simply for glamour. And I'm a glamour junky. All my active classes have matching glams and I try to change them from time to time.

I even started making graphics of my glams and upload them on my social media. I also make graphics for fashion report, because I really love this easy way to make MGP and want to help people with it. And I have to take screenshots for all of those. Many screenshots. Sometimes I feel like I'm doing nothing but hanging around in Gpose!

Marot: Nothing wrong with taking all of the screenshots, at least not in our little community. But on the topic of classes and jobs, are there any that you really find yourself drawn to?

Karotte: I love jumping. This means my main class throughout ARR and Heavensward had to be dragoon. And I definitely was no floor tank! With Stormblood I switched my main class to red mage, because...well...red mage jumps too! I love the mobility the jumps give you. "Oh, there's an AoE right under my feet? I'll jump out of it!". And hopefully I don't jump off the platform.

But I also love to take part in other roles. There's no role that I don't like. I love to tank and take all the hits for my group. I also love to heal and do as much damage as possible to support my group the best I can. But for raids and new content, I always switch to red mage, because...jump!

Marot: I feel like all of this Karotte and jumping business is some sort of build-up to you going Viera come Shadowbringers. I'm not crazy, right?

Karotte: Well, there is definitely a chance for it! We will see... what would life be without surprises?

Marot: That's perfectly fair! Moving away from the real questions for a moment, what's your favorite zone or locale in-game?

Karotte: That's a hard question, there are so many really cool locations out there! I love the Sagolii Desert, the pure feeling when there is only the sand and the sky. And I love the lonely spots in Limsa Lominsa, where you can look out at the sea and dream of adventures. Kugane has a really beautiful style, it looks so lively and colorful. And I love the glowing flowers in Eastern La Noscea at night. Did I miss a spot I really love? The swamp in the South Shroud! It's so beautiful at sunrise.

Marot: That last one is commonly overlooked, so hopefully some of the people reading this catch on. What are your thoughts on Gpose itself?

Karotte: I love it! I took screenshots before, trying to make my character look at different spots and catch the right moment for a good picture, but it was very difficult. Gpose makes it so easy to get a good screenshot and yet it has so many functions that you can play around with. With some training, a good picture can evolve to a really good picture by lighting it up or change the angle. So many opportunities I never dreamed of.

But of course there is always space left to improve this wonderful tool. And with every new feature, be it just a little one, I'm excited like a child during the holidays to test it.

Marot: Nothing wrong with that, I think. How'd you find out about the GPOSERS community?

Karotte: It's amazing that there are so many people enjoying screenshots like I do! It was just a few months ago when I first saw the GPOSERS tag on Twitter—right after I created my account—and I was curious what this community would look like. So I joined and I don't regret it! No one judges over one style or another, all members are very helpful and I feel like it's a safe spot to just test things out to find your own style for screenshots.

And then there was this great Orbonne Monastery run! I took part as tank and joined voice chat for it. It was just amazing. So much fun, so pretty pictures with the whole raid alliance and it was my first English speaking voice chat. I was a little nervous about that, but that was totally unnecessary. We are a great community!

Marot: I'm glad to hear you enjoyed the Monastery run, we hope to run many events like it moving forward! Next question is a bit of a funny one seeing as you're being interviewed for it, but what are your thoughts on the GPOSERS magazine?

Karotte: I love your glamour section! Every time I create a new glam I take a glance at your latest issue and try to get some inspiration from it. And when I see someone interviewed that I know from Twitter or the GPOSERS Discord I'm curious what this person has to say. Same with staff members. Hidden Gems is also a section I enjoy. Some spots are really well-hidden and it can be fun to go there for some new screenshots. I learned a lot from the Photosmith section and try to use it and combine it with my own style. The Photoshop section is a nice idea, but I don't use Photoshop. Instead, I've been using other programs for my edits and it would be nice to get to know more about it besides my own tests.

Marot: Speaking of other programs, have you tried GShade?

Karotte: Yeah, and I love it! I especially love the possibility to create our own presets and use what others have created. There are so many presets, it's really overwhelming. And I always use the GShade tag when I post my screenshots made with it on my social media to let the world know: I could never have done this without you. I tried Stormshade before, but GShade topped it because of its compatibility.

Marot: Mission accomplished, then! We've got more improvements coming soon, so please look forward to it. Last one and then you're free: Do you have anything you'd like to say to all of the readers out there?

Karotte: The little things make life wonderful! Try to keep an eye on that. Even the worst day can become wonderful with a single ray of light or a small flower blooming between the stones. Just don't give up and search for it, it will make you smile again.

Hidden Gems

of Hydaelyn

The Bismarck

LIMSA LOMINSA UPPER DECKS (9, 8)

Said to be home to the finest culinarians in Eorzea and named after the selfsame white whale of legend, The Bismarck is the crowning achievement of Admiral Guolskyf Bhaldwaensyn who founded the Culinarians' Guild to perfect the art.

Buscarron Druthers

SOUTH SHROUD (18, 20)

A tavern in the middle of nowhere founded by Buscarron Strongarm, a retired sentry and lancer. It is far more than meets the eye; herein lies the only neutral ground between both the disparate poacher factions of The Black Shroud and anyone who would visit.

The Gold Saucer Mahjong Tables

THE GOLD SAUCER (7, 8)

Recently, the traditional Far Eastern tile-based game has made its way into Eorzea's premier gambling hall: The Manderville Gold Saucer. Never one to pass up an opportunity for a good time (and good gil), this addition once more demonstrates the wiles of its proprietor—a true Manderville Man.

Staff INTROS

SAY HELLO TO MOLLY!

Molly

GLAM ARTIST - CERBERUS

Hello, my name is Molly and I have a basketball game tomorrow. But for real, my name is Molly and I'm excited to officially join the GPOSERS team. I've been playing the game for about five years now and I love making glams. I first heard about the magazine through my special someone who is a designer on the team. He mentioned to me that I should apply to be a glam artist and I did. I made it through and here I am to glam.

I personally love taking screenshots and making beautiful outfits. I also enjoy playing other games like Rainbow Six Siege and occasionally Overwatch. When I'm not gaming or Gposing I am a full-time student and full-time dog mom to two beautiful fur babies. I really look forward to continuing to work alongside the amazing GPOSERS team and creating lots of pretty and badass glams. Please look forward to it.

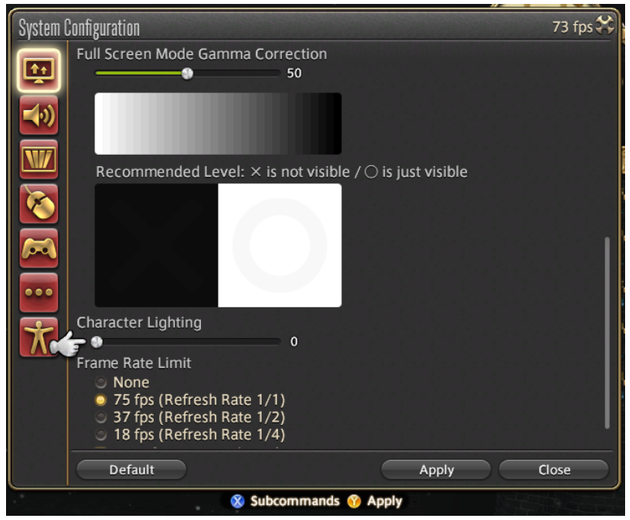
THE PHOTOSMITH

Eorzean Night Life

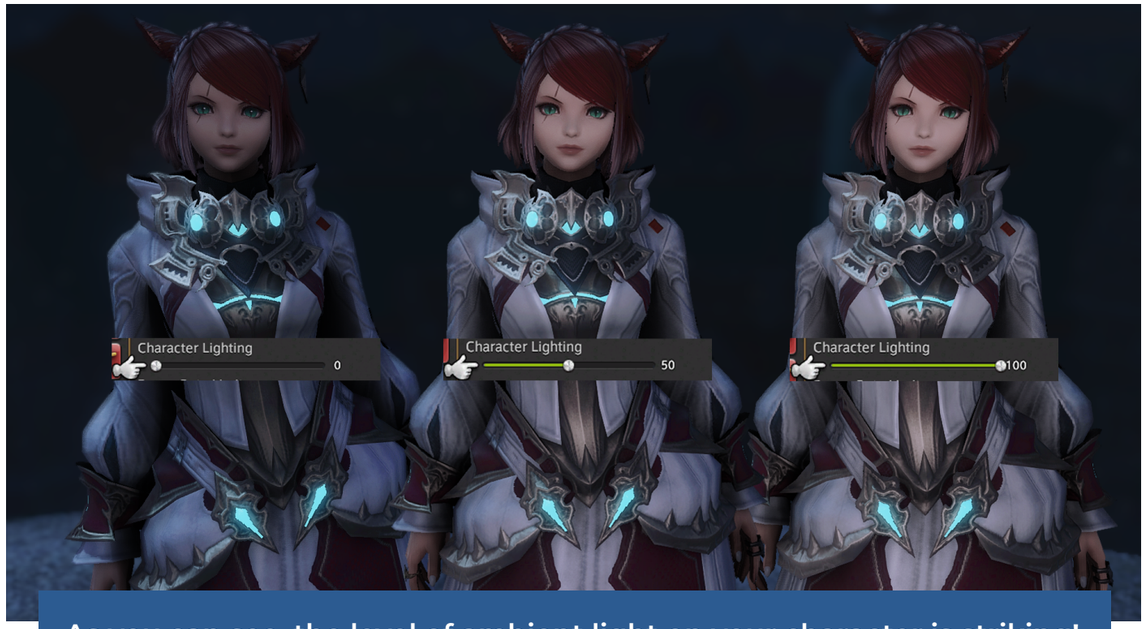
WITH FREYA BLOODMOURNE

Hello GPOSERS! Freya Bloodmourne here once again with another Photosmith Guide! Have you ever ran into this scenario: you get a sweet glam together you want to take to a location, but when you get there it's nighttime? Night photos can be tough, so you find yourself either waiting for that beautiful sunrise, or attempting to Gpose anyway and messing around with the lights still feeling like your shots are better when it's bright out? I've discussed lights before in a previous issue, but this time I want to show you a few images taken in the game's amazing night and break them down step by step with tips and suggestions to get the most out of Gpose after dark! So—get comfy, turn out those lights, and let's get started!

FIRSTLY: CHECK THAT CHARACTER LIGHTING!



Did you know there's a setting called "Character Lighting" in the System Settings? You can use this setting to add some brightness just to characters in a shot, no matter the lighting situations. It can be set at any value between 0-100, and can be reached by opening **System Settings > System Configuration > Display Settings**, then scrolling down to character lighting.



As you can see, the level of ambient light on your character is striking! For personal use, I often will set my character lighting between 0-35.

Now that we've touched on character lighting, let's take a peek at a couple different shots!

IMAGE 1: THE STARGAZER

Ishgard has some amazing skylines, and the stars are magnificent. I wanted to create a nicely lit scene with a bit of diversity in the temperature of the lights used to create a warm, happy feeling—like sitting out at night and watching the stars. So let's break it down!

STEP 1: AMBIENT LIGHT

First thing I do once I pick a place to take a screen, I hop into gpose and find where the natural light is coming from; in this case, it's the moon!

As you can see its oriented behind me and is casting a bit of blue light on my model and surroundings.

For this shot, I'm going to enhance the moonlight and make it my highlight. I will use lighting techniques to add some dynamics to my model and set her apart from the background.

STEP 2: LIGHT IT UP!

For this shot, I established my highlight first. When you first enter gpose all the lights are set on brightness 3 and the sliders are set in the middle.

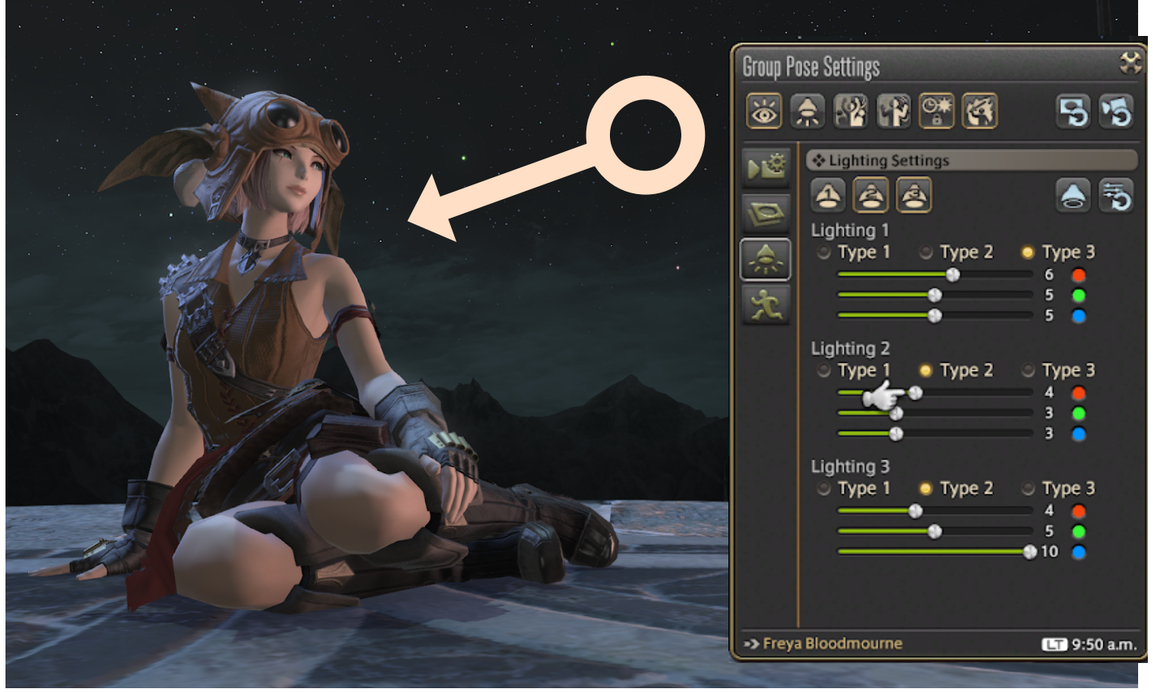
It doesn't matter what order you place your lights, but for my process I always start with setting my highlight as light 3 in the Gpose menu.

I oriented my light a good deal above my model and turned up the blue slider. Let's see what it looks like in the shot I want to take:

It is placed well, but it's a *bit* bright. If a light seems to be a bit too much, the type settings and sliders can help!

That looks better. I dropped the type down to "Type 2" to reduce the lighting on the platform that I'm sitting on, but still maintained a nice blue tint on the edges of my model. Having some colors helps to create a bit of value in the lighting across the subject

I used light 2 as my source light, and wanted to place it in the direction my model is facing.



Notice the shadows now appearing across my model to the left after placing my source light. From here, I'll place my fill light. Remember to not make it too bright, as you want to preserve tone values and shadows on the model for an added level of realism.

I toned down this light to “Type 1”, and also added a bit of warmth to it with the red slider. From here, the image is ready to find the proper angle and snap!

The final image displayed was enhanced with ***GShade***—GPOSERS very own Reshade build. Here, I am using the “**PhotosmithFrey - Everglow**” preset available there! But even without reshade you have a really nicely lit shot to send to a computer for post processing—or to share right away!

IMAGE 2: FINAL FAUST

Another great thing about nighttime shots is that you can get really creative with the Gpose lights! Placing each around your subject in various places can create a wide range of shadows (as you can see with this far more intense image of a brooding elezen). Many thanks to Full-time Senpai for providing me the perfect model: Faust Horelus!

STEP 1: CREATING THE DYNAMIC

The goal when capturing a shot like this is to accentuate as many lines and features of the model while maintaining a darker, cooler feel; you achieve this by placing the lights in some very interesting spots. I also wanted to make sure there was very little ambient light present to add just a tinge more darks to the mix in tonal value.

STEP 2: LIGHT IT UP

I started this shot with my highlight placed directly above the model just slightly oriented to the front as opposed to behind the models as is more commonly used for a highlight.

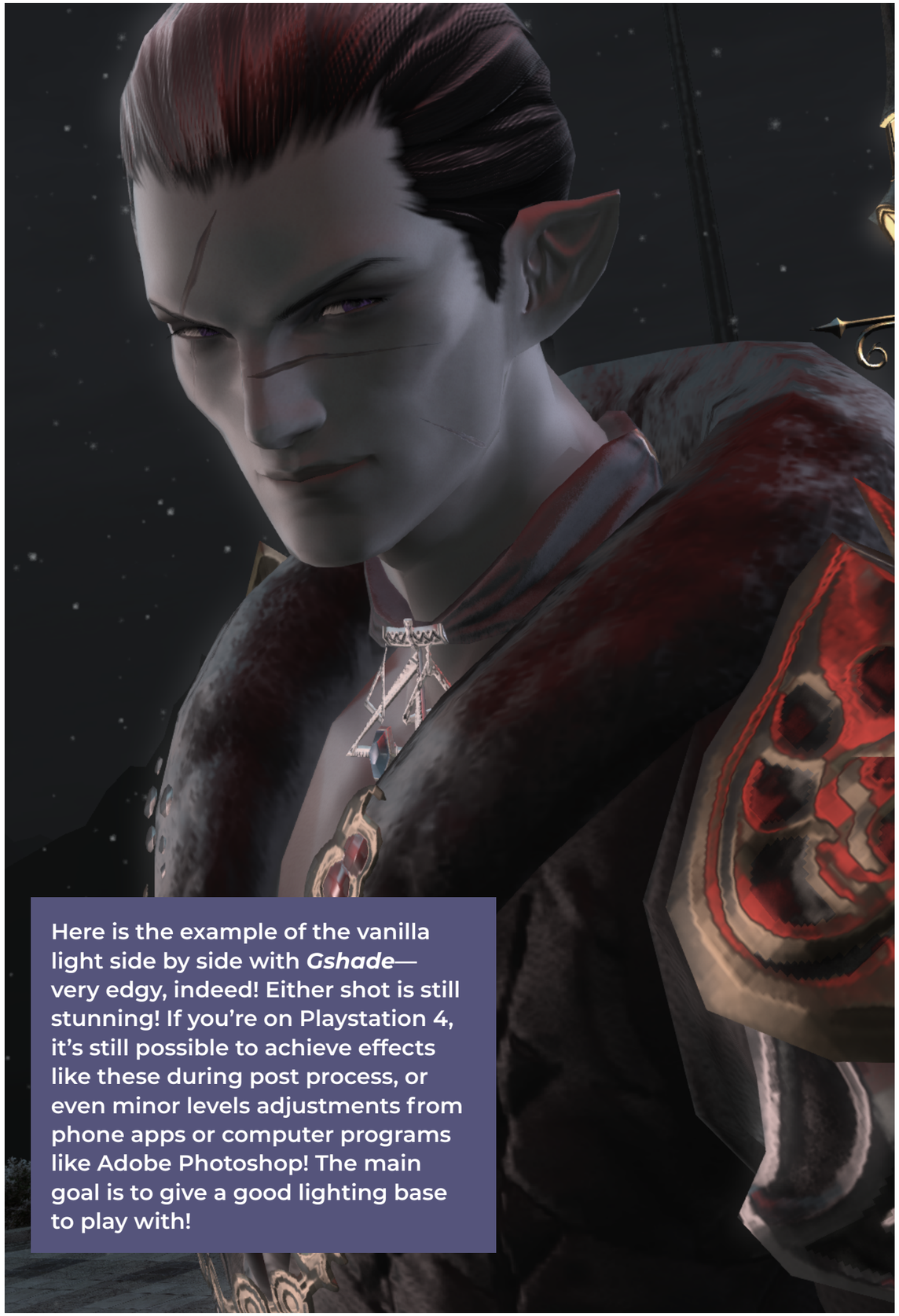
We light it up this way because we want the light to affect more of my model in the final composed frame rather than just provide an outline of my subject.

I added some red light here for some effect.

I started this one with my left profile light placed at the model's right. It is the brightest light and provides a really nice profile glow.

I then finished with a second profile light to the model's left profile.

This provided me with just a smidge more light across the face while still maintaining the shadows I wanted to accentuate his features!
From there, I find the angle that I want, frame it up, then snap!



Here is the example of the vanilla light side by side with ***Gshade***— very edgy, indeed! Either shot is still stunning! If you're on Playstation 4, it's still possible to achieve effects like these during post process, or even minor levels adjustments from phone apps or computer programs like Adobe Photoshop! The main goal is to give a good lighting base to play with!

CONCLUSION

There you have it! Two shots, two different ways to light your subjects in the dead of night! As I always mention, these guides are here only to spark some creativity and to encourage you to get out there and experiment with all the features Gpose has to offer—with a bit of classical photography composition chucked in for good measure.

Do you have questions regarding the lighting topics presented in this guide? Do you have questions regarding Gpose in general? Come join the official GPOSERS Discord and join the discussion in our channels, get news/updates on GShade, or just to share in the creative engine that is our wonderful GPOSERS community. Your questions could also be featured in future Photosmith guides!

Thank you all for spending some time with me, and as always:
Happy Gposing!

Photosmith Freya

FULL-TIME

PHOTOSHOP

WITH SENPAI

DOUBLE EXPOSURE

BY FULL-TIME SENPAI

DIFFICULTY: **BEGINNER**

Hello, hello! Welcome back to another Photoshop guide by yours truly. For this issue, I thought we'd take a look at a really neat trick called double exposure. In photographic/cinematographic terms, double exposure is the superimposition of one image over another. For example: those really cool silhouettes of a man or woman, but filled in with a city skyline. Luckily, with the help of today's modern technology, we can recreate that effect digitally and rather easily. So, open up Photoshop, and let's get started!

REQUIRED TOOLS & *Assets*

PHOTOSHOP

BASE IMAGE

LANDSCAPE IMAGE

Step 1.

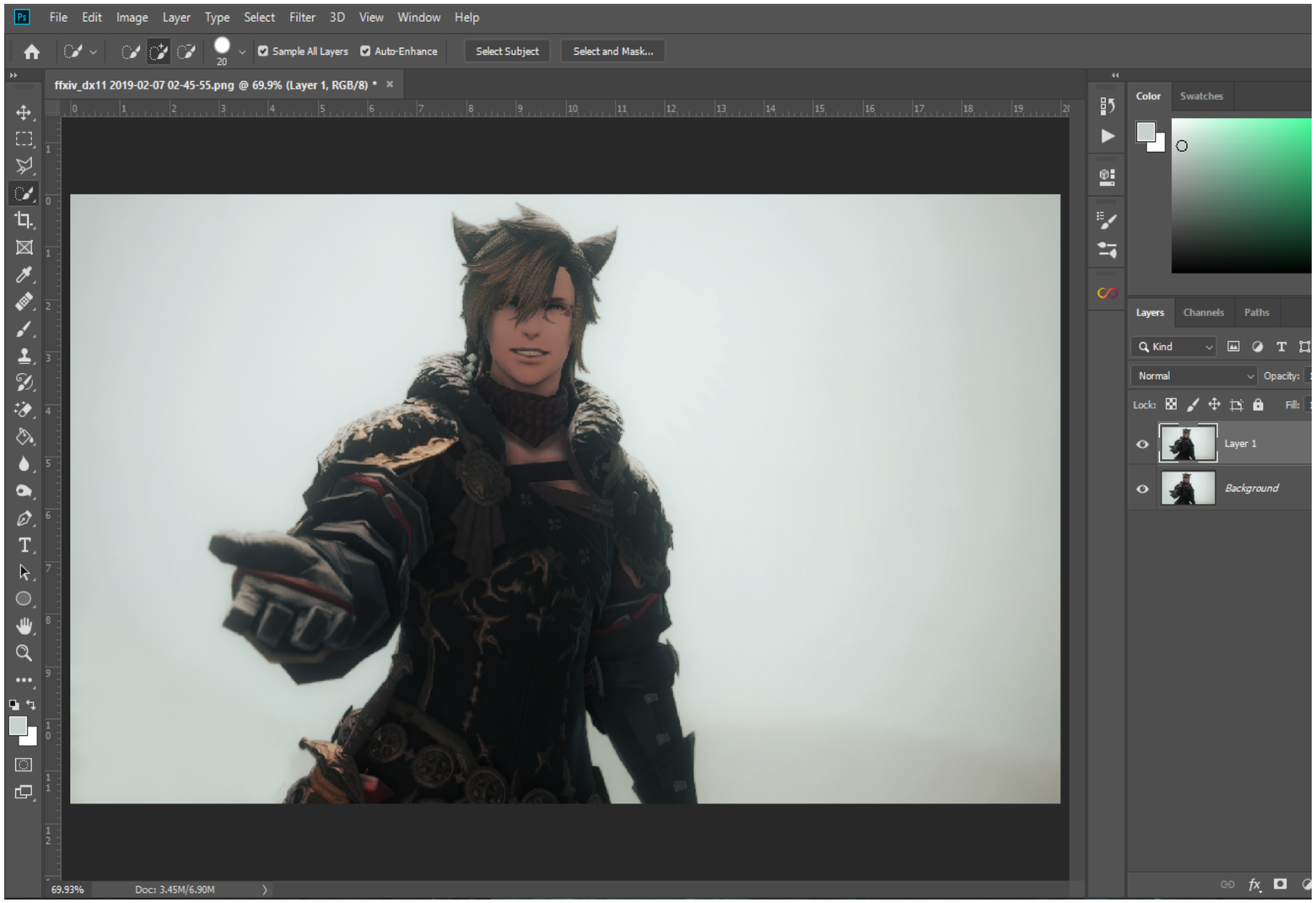
SELECT YOUR IMAGE & DUPLICATE IT

OPEN IMAGE

As with any guide, you'll want to open up your picture of choice. For this guide, I'll be making a silhouette-type double exposure (but this can work on most anything).

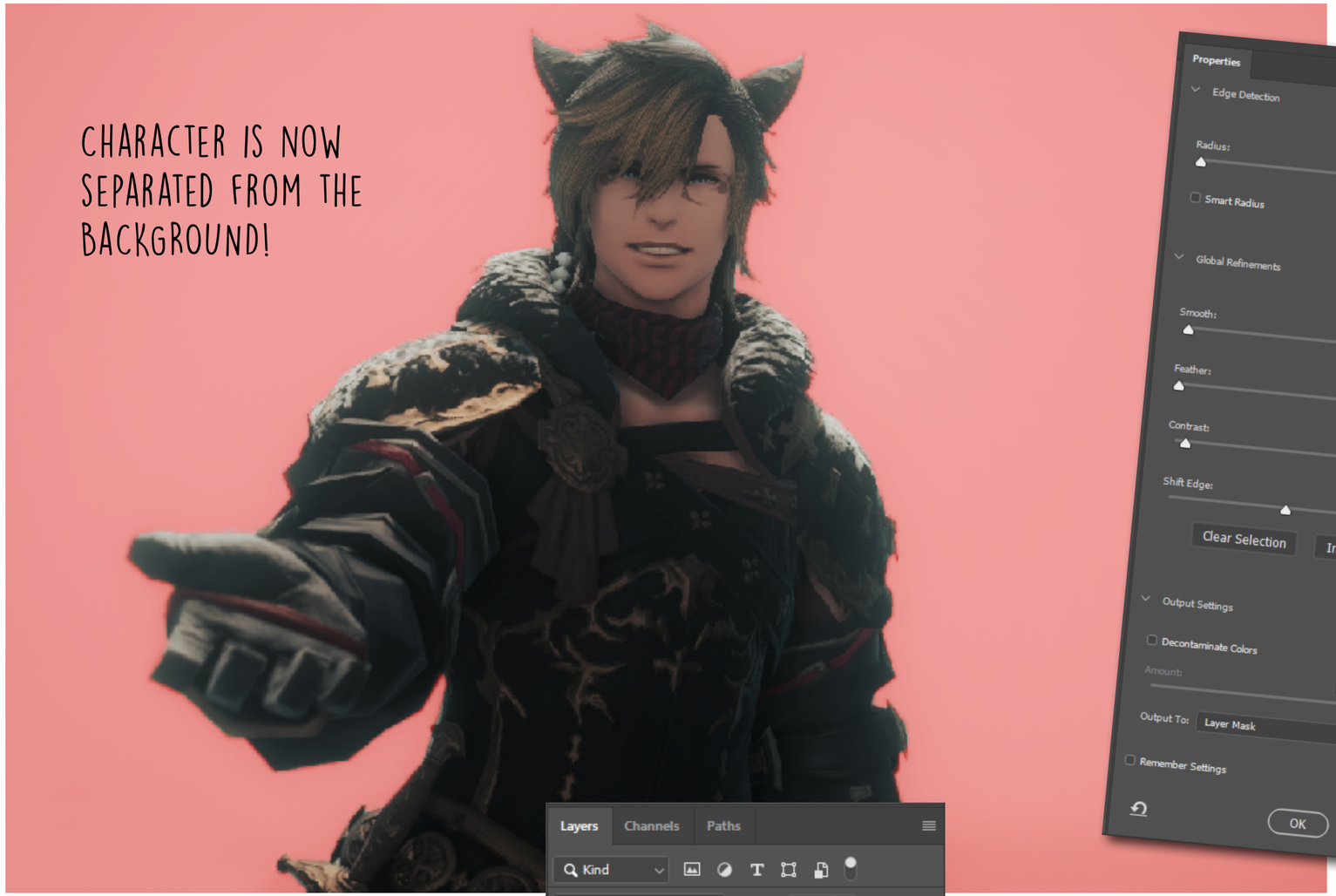
It helps to have a simple background, as you don't want to draw attention away from your subject. Once your picture of choice is open,

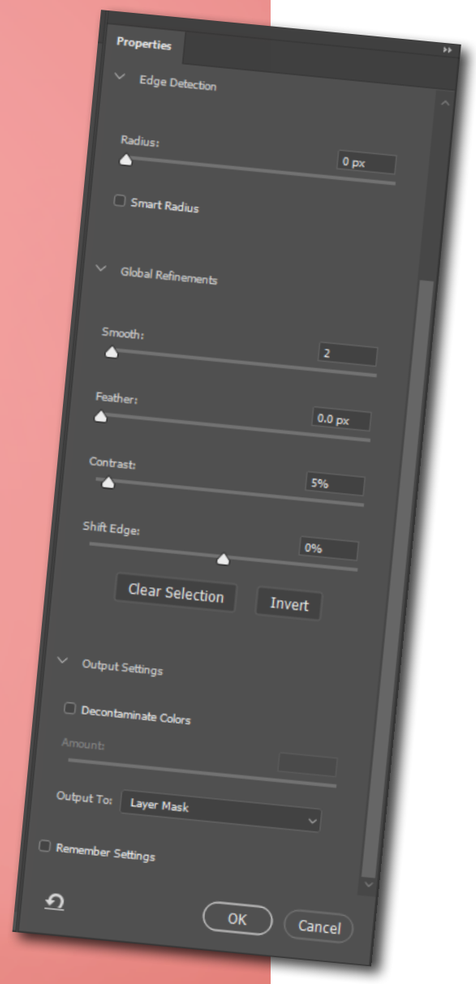
PRESS CTRL/CMD + J TO DUPLICATE YOUR BACKGROUND LAYER.

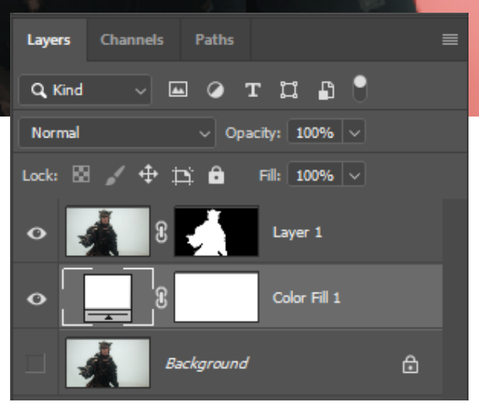


SELECT YOUR IMAGE & DUPLICATE IT

Step 2.







PROGRESS CHECK: Your image should look untouched, and your layers panel should resemble the following image to the left.

MAKE A SELECTION

With that new layer selected, it's time to make a selection of your subject. I prefer using the Quick Selection tool, but you can use whatever's most comfortable for you.

TO SELECT THE TOOL, PRESS W on your keyboard. Once selected, a button should appear above your image tab that says Select and Mask—click that to open a new window. Begin clicking and dragging your mouse all over your subject to select it. Take your time, and make adjustments as necessary.

If you select too much, **HOLD ALT AND DRAG YOUR MOUSE OVER THE AREA TO DESELECT IT.** Once you are happy with your selection, scroll down to the dropdown menu labeled Output To and choose Layer Mask.

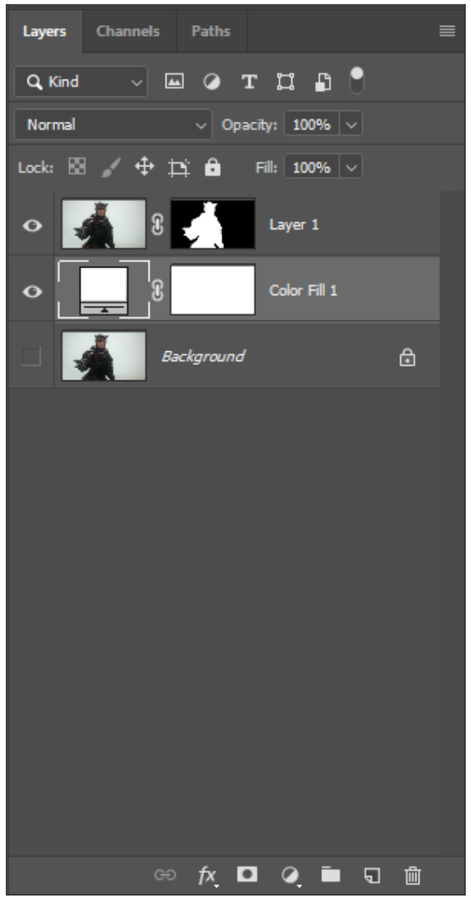
Step 3.

LAYER ADJUSTMENTS

At this stage, we have a couple of options as to where we can take this:

OPTION A: If your background is busy, you can turn off your background layer, and create a solid color adjustment layer just above it, like so:

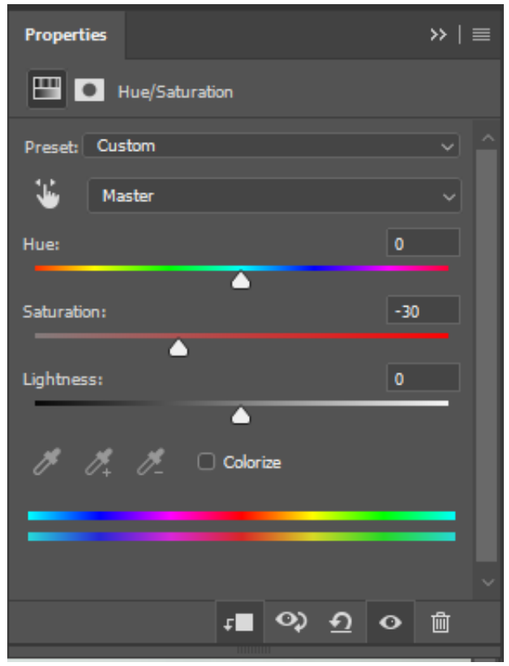
To do this, go up top to **LAYER -> NEW FILL LAYER -> SOLID COLOR, AND PICK YOUR COLOR OF CHOICE.** Alternatively, you can click the adjustment layer icon at the bottom of the layers panel (middle icon, half-filled circle) and choose Solid Color.



OPTION B: If your background in the image isn't busy, like mine (or you don't mind the background in your image), move along with the editing process!

Once you've made the appropriate edits for your photo, we'll want to desaturate your subject just a bit to make your superimposed photo really stand out. **GO UP TOP TO LAYER -> NEW ADJUSTMENT LAYER -> HUE/SATURATION.** In the pop-up, make sure Use Previous Layer to Create Clipping Mask is checked—this ensures the adjustment layer only affects the layer directly below it. Adjust the Saturation slider until you're happy (I set mine to around -30). You may wish to fully desaturate.

PROGRESS CHECK: That was a lot to get through, so take a break and make sure your layers panel and image resemble the following:



Step 4.

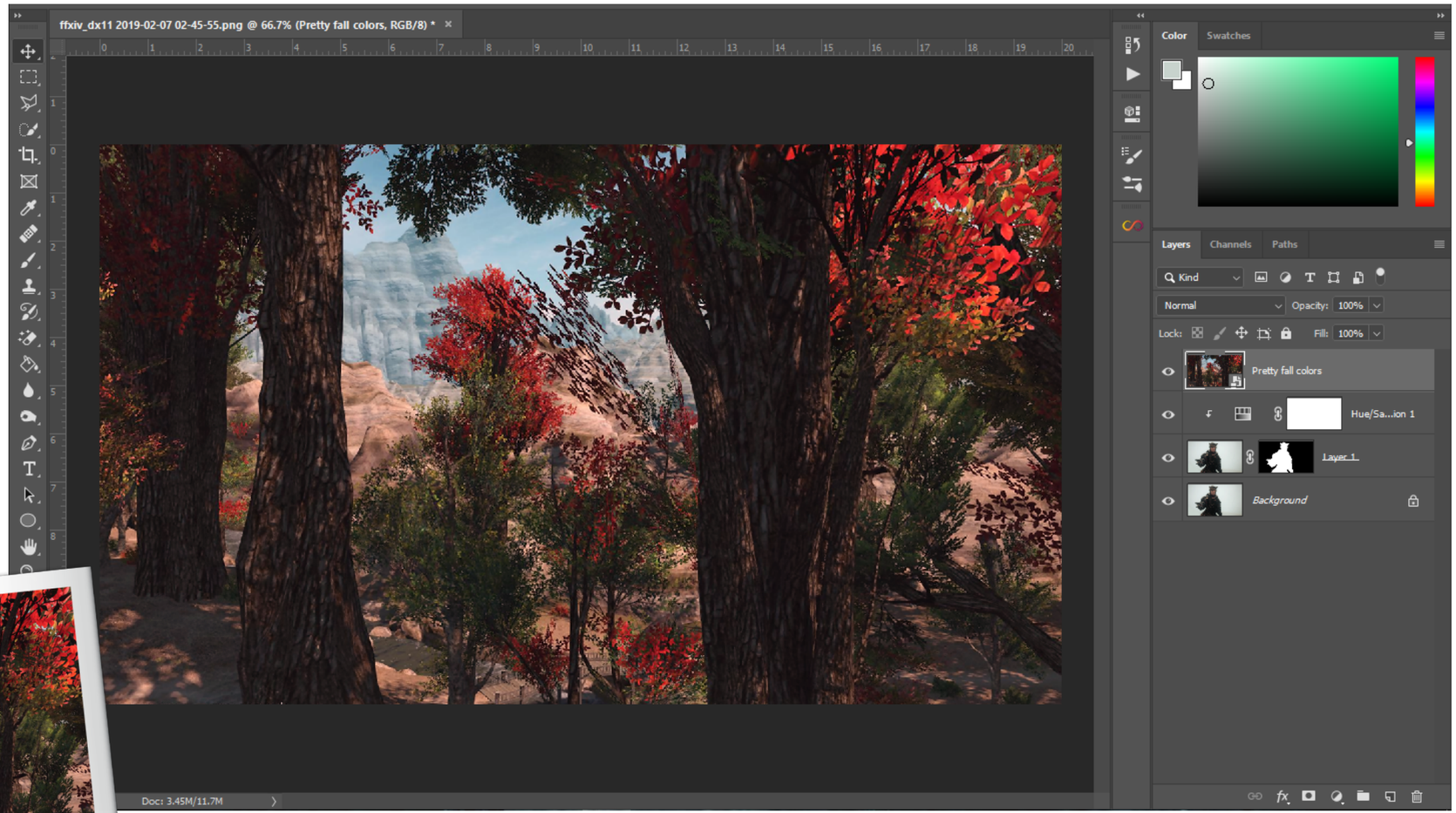
OPEN LANDSCAPE IMAGE

CHOOSE YOUR 2ND IMAGE

Time to open the photo you wish to superimpose! I'll be using a shot of The Fringes I snapped just outside the gates of Castrum Oriens.

Note that I've already gone ahead and done some minor editing on the picture to enhance the color and tone.

Drag and drop your image of choice into Photoshop and resize it to fill the canvas, then **HIT ENTER TO COMMIT YOUR CHANGES.**



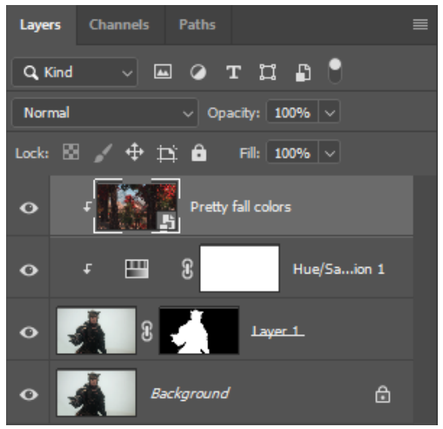
CLIP THE LANDSCAPE TO SUBJECT

Step 5.

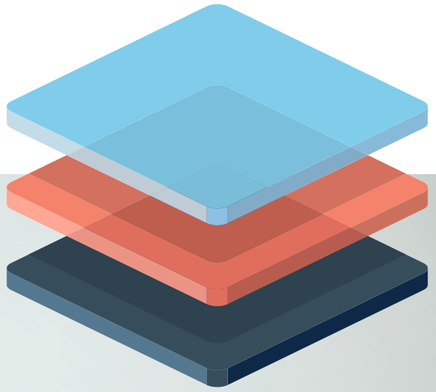
CLIP MASKING

Right-click the layer that contains your newly-opened landscape/what have you, and choose **CREATE CLIPPING MASK.** This will contain your image within the bounds of your subject, like so:

If you're unhappy with the placement of your superimposed image, you can select its layer, and **PRESS V TO SELECT THE MOVE TOOL.** Move it around, and/or resize the image until you are happy.



Step 6.

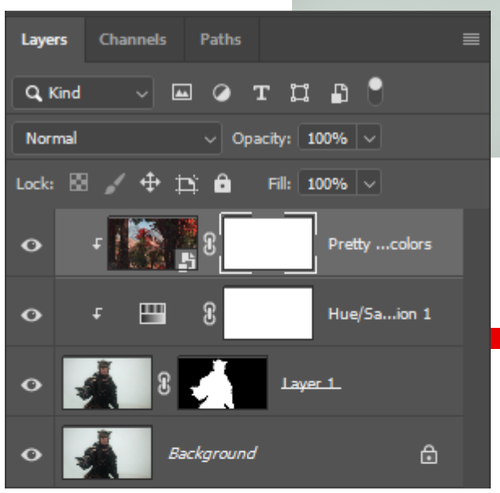


EDITING LAYER MASK

If you're happy with just the silhouette, you can call it here—but we can make it even better! With your superimposed image layer selected, go down to the layer mask icon (rectangle with a circle in the middle), and click it to create a layer mask.

Press B to select the Brush tool, and set the hardness to 0. Set the flow to around 15-20% and make sure you're painting in black.

Brush gently along the face and other areas you want to poke through. I chose my character's face and just a touch of the upper body.



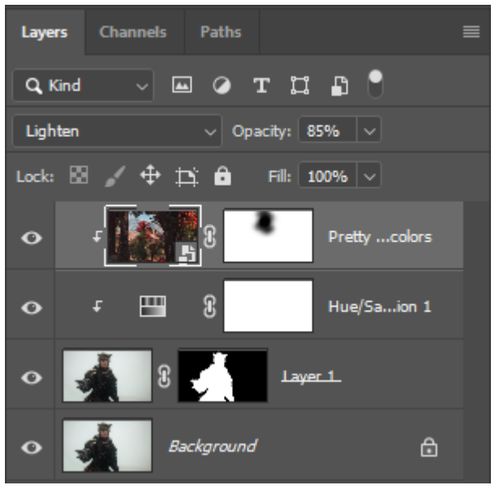
BRUSH IN BLACK TO REVEAL

Step 7.

BLENDING MODES

Play around with blending modes and opacity! Lighten worked well for my image.

If the effect is too strong you can always lower the opacity of your landscape (or whatever image you chose) as I have done here, with the **opacity now set to 85%**



YOU'RE ALMOST FINISHED!

FINAL RESULTS

There you have it! A (hopefully) really cool looking double exposure effect. Your subject should be filled in with your second image of choice.

That'll do it for this month's guide! I really do hope you were able to learn from it and even adapt it into something cooler than shown here. There are so many different things you can do with this effect, so please feel free to explore it.

BETTER YET, POP BY OUR OFFICIAL COMMUNITY DISCORD SERVER AND SHOW ME THOSE EDITS! I would love to see what you all can come up with. If you have any ideas for future guides, please don't hesitate to pitch them my way.

Until next time,

Full-time Senpai

SEE YOU NEXT TIME

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